AN ENTIRELY ATARI LYNX MAGAZINE

Issue Five August 85p

Lynx USER

USA & Canada $2.00

REVIEWS

BATMAN RETURNS
HYDRA
HOCKEY
PINBALL JAM
KUNG FOOD
SHADOW OF THE BEAST

HINTS & TIPS

COMPLETE SOLUTION TO BILL & TEDS EXCELLENT ADVENTURE

WIN!

WIN YOURSELF SOME LYNX GAMES

Welcome cat lovers to issue 5 of the new look Lynx User magazine. This issue see's a change in format for Lynx User with more reviews, news and a better looking magazine. We also have new features such as Spotlight USA, where we take a look at the Lynx scene in America. Our new comic strip featuring Dirty Larry and much, much more.

This month we also take a look at a whole host of new games including the eagerly awaited Shadow of the Beast, Hydra, Hockey and Pinball Jam. We also have full colour screenshots of Batman, as well as a full review. It's all happening in this months Lynx User. Until next time. . .

EDWIN (Editor)

Lynx News

Below is the new Batman, Lynx Pack. It features the Lynx 2 and a copy of Batman Returns for only **£99.**

The usual cost of a Lynx 2 is around £85 + £34.99 for a copy of Batman Returns, which gives you a round total of £119.99. That means when you buy the pack, you save yourself almost £20 smackers. Not bad, boy wonder.

THE GUILTY PARTY

EDITORS:
Edwin Stifter – Chris Wetherley

REVIEWS BY:
Thomas Holtzer – James Burland
Steve – Chris Wetherley
Matt Szewczyk – Ed
Paul Johnson

FRONT COVER DESIGN:
James Burland

ADDITIONAL ARTWORK:
Tony Wall – Colin Hunt

Lynx User would like to thank everyone for their help in making this issue possible.

THE HIDE-OUT

Lynx User. *PO Box 7,*
Riseley, Reading RG7 1TW

While we try to ensure that all information within

LYNX NEWS

The new Atari super console the Jaguar is on its way. Atari begins manufacture of the Mysterious beast in the next month or so and hopes to have it on sale early next year.
The only software title known about at the moment is Batman returns.

We have been asking around, and have found out about a whole load of new games in production for our handheld.
Coming late this year or early next century are; All star basketball, Battle universe, Blood and guts hockey, Daemonsgate 1, Defender and Stargate + Defender 2, Gordo 106, Home controller, Hyperdrome, Ninja Gaiden 3:The Ancient ship of doom, Outpost Mars and Rabbit Quest.
We are also rumoured to be getting Spacewar, Spot:the video game, Starship, Steal home Faceball 2000, Alein vs Predator, Pounce, Leaderboard, Kick off, Hoop wars, Run and stumpy, Metal arc and Barbarian bodyguard.

Launched by ATARI at a recent show were two new accessories. Firstly, a new sunshield that fits onto the Lynx 2. Which also provides a protection for the Lynx screen, and should be available in September for £4.99.
Also to be released is a rechargeable battery pack that is meant to give you up to 20 hours of play, on one charge.
No pictures as yet, but watch this space for further details.

SPOOKY GOINGS ON

Just when you thought it was safe to venture back to your Lynx. News reaches us of two upcoming horror titles for our handheld. Firstly Dracula will be making an appearance around Christmas time. This much awaited release features digitized screens, a large playing area, eerie sound effects and a user friendly operating system.
Later in next year we should also be seeing THE ADDAMS FAMILY 2. This title should coincide with the launch of the new movie. No details are available yet.

Backtracking

Missed a copy of the best Lynx magazine in the Universe? Would you sell your soul for issue one of Lynx user? Well help is here as limited numbers of issues 1,2 and 4 are still available through Lynx user at £1 a copy incl p+p. Unfortunately issue three is completely is sold out. Send cheques or postal orders made payable to Lynx user to the usual address.

LYNX TOP FIVE

1 BATMAN RETURNS	(NEW)
2 HOCKEY	(NEW)
3 RAMPART	(NEW)
4 TOKI	
5 HYDRA	(NEW)

No surprise really as Batman Returns goes strate in at number one. The much rated Hockey goes in at number two, and should remain on the chart for quite a while. The only surprise on the chart is Hydra entering the top five. Although unfavourable reviews and bad word of mouth, will probably mean an early death on the chart.

If you have any problems or queries about anything to do with the Lynx, please drop us a line at the usual address.

Competition time
This month we don't really have a competition, as we do not have any prizes to give out. But if you send in a post card anyway, marked up for the issue five comp we will put all the entries in a draw. Three lucky winners will win themselves mysteries gifts i.e whatever we can lay our mits on.
Sounds intresting, well then get writing and maybe you could be one of our (not so) lucky winners.

This is the new rechargeable battery pack available soon for the Lynx. Originally developed for the PC Engine GT, the pack is also fully compatible with the Lynx.
The small battery pack plugs easily into the Lynx, with a clip on the back of the battery to connect it to your belt.
The pack should give around 4-5 hours gametime on an overnight charge. At the moment though the pack is fitted with an American plug, but expect English versions very soon.

LYNX NEWS

Have you ever thought about buying a Game Gear just because of Sonic? Does two million years sound too long to wait for a Lynx conversion? Do you dream of playing Game Gear titles on your superior Lynx? Well wake up, as a Taiwanese firm called Ultra is to produce a Game Gear adaptor for the Lynx. No its not April fools day. The firm is said to have almost completed the device which will fit into the Lynx cartridge slot. The Game Gear games will then be fitted into the other end of the device. There are no firm details as yet, although expect a release early next year. And the price, well expect something in the region of £29.95. Full update in the next issue.

Hitting the newstands on October 15th is issue 6 of Lynx user. We will have reviews of Lemmings,Taxi, Dracula,Battlezone 2000, Eye of the Beholder, Dirty Larry and lots more. We will aslo be taking a look at the Lynx scene in the USA. As well as all that we will have all our regular features, plus a larger than normal Hints and Tips section.
It's all happening in issue 6 of Lynx user.

Ever heard of a company called Innovation? If not you soon will, as the company plans to introduce a number of add-ons for the Lynx. Firstly a product called Lynxvision, which will enable you to play Lynx games on the TV. The device which works in the same way as Atari's black box, outputs the screen of your Lynx to a standard TV set. It also boost the signal to the TV, so what you end up with is a very good quality picture.
There second project is a TV tuner, which would work with the Game Gear and Lynx.

After thousands of letters (well three!) about our rating system, we have decided to establish a standard system to be used on all games (not bad,hey!). Well it goes like this; An overall mark is given out of ten. The following statements should apply to each overall mark.

1-4 Overall. These games carry the plague. Touch them and your trigger finger may fall off. Avoid at all costs, unless pain turns you on.
5-6 Overall. Not bad games let down by a minor flaw i.e Gameplay, Graphics.
7-8 Overall. Very good titles that have some minor problems associated with the game i.e the sound is not up to much but everything else is well done.
LYNX HIT-This is a special mark. It means that this title has scored 9-9.5 overall. Beg,borrow or do a bank job to get this title. Failure to purchase this game means your Lynx picks up its belongings and leaves. Very good.
Double Hit-No game has so far ever reached the Dizzy heights of this mark. No Lynx game has ever reached this mark although many have come close. Life is not worth living without it. Brilliant, smashing, super, wonderful and out of this world - I think you get the idea.

ADVERTS

Does anyone want to swap over ninety pounds worth of unused PC Software for Lynx/Megadrive software? Write: DANIEL GREGORY, 3 WOODLAND RD,STACYBRIDGE,CHESHIRE,SK1 2SG

Wanted-Second hand disks cheap disks for the Atari ST. If you have any please contact GARY MILNE, 2 ARDEER PLACE, FRASERBURGH,ABERDEENSHIRE, SCOTLAND,AB4 5SW

FOR SALE-ATARI ST software, will sell for cash,or will swap for good second hand Atari Lynx cartridges. If intrested please send a sae to GARY MILNE, 2 ARDEER PLACE,FRASERBURGH, ABERDEENSHIRE,SCOTLAND AB43 5SW

WANTED LYNX GAMES-Especially Chess,Qix,Robotron,Zarlor Mercenary, Xybots,Electrocop,Gates of Zendecon Warbirds-Must be boxed e.t.c GEOFF ON 061 798 6953

WANTED:(FOR LYNX) Toki,Hockey, Lemmings,Robotron,Zendecon and others. Write to NEIL,4 URIE CRESCENT, STONEHAVEN,KINCARDINESHIRE SCOTLAND,AB3 2DY-MUST BE WILLING TO SEND GAME FIRST.

SWAPPING-Blue lightning,Slimeworld, Roadblasters up for swap. Anything considered
Please send lists to MILES TURNER, 14 HIGH STREET, IXWORTH, BURY-ST-EDMUNDS,SUFFOLK 1P31 2HH

LYNX GAMES-California games(boxed) 18 pounds,Gates of Zendecon(unboxed) no instruction 10 pounds, Gauntlet 3 (unboxed) no instructions 10 pounds. TELEPHONE RICHARD ON 0252 313652 AFTER 4PM.

REMEMBER YOU CAN ADVERTISE ALL YOU BITS AND PIECES IN LYNX ADS FOR 35p FOR 25 WORDS.

COMING SOON

There are absolutely hundreds of games coming for the Lynx, so we thought we would give you a quick run down....

ALEIN V'S PREDATOR

The mighty Predator meets his match in this earth shattering game. Beat-em-up combined with blast-em-up gameplay should make this an awesome cartridge. Expect it early next year.

THE ADDAMS FAMILY 2

Yes, the crazy neighbours you don't want living next door are at it a gain. After the brilliant Gameboy version, we are expecting something fantastic from it's Lynx counterpart. Expect it to coincide with the launch of the new movie.

NINJA NERD

Ninja skills are not only for Van-Damme lookalikes, as we find out in this out of the ordinary beat-em-up. Collect up potions that turn your mild mannered book worm into a fully fighting Ninja. Action is fast and furious as you move quickly to defeat your enemies before the potion wares off. Screenshots are looking very promising, with some unusual gameplay surprises in store.

DINOLYMPICS

Team work is the name of the game as you try to make your cavemen work together, to try and recover weapons and artifacts placed high in the cave. But watch those cliffs, as every man lost decreases your chances. Very similar in feeling to Lemmings, although completely different gameplay. After playing on a demo, I think this game could become a classic. Released the end of this year.

GUARDIANS:STORM OVER DORIA

The first real role playing game for the Lynx. This 2 meg cart casts the player (or up to four comLynxed players) as a Guaudian one of a legendary, roving band of heroes. Each player will select his character from an onscreen display of the Guardians, each Guardian with a unique set of attributes such as strength, wisdom, dexterity, charm, endurance, speed, magic, e.t.c

The Guardians have been summoned to the kingdom of doria to help locate Quellin, the master of mystical arts. Quellin has kidnapped Prince Creshin and stolen doria's crown, the Crown of versilles, which gives the wearer the power to control the weather. If King Frederick of Doria does not renounce the throne in his favour, Quellin will condemn the Prince to eternal slavery and Doria to eternal winter. The Guardians must locate and rescue the Prince and the Crown, and then find and defeat Quellin in physical and magical combat. Failure will bring the ultimate extinction of the Kingdom of Doria.

Released around September.

HEAVYWEIGHT CONTENDER

Boxing finally arrives, with a 3-D boxing arena in which you challenge opponents of equal and higher calibre to 6-12 rounds of mind numbing bashing. Only after beating seven opponents can you challenge for the title to be the Heavyweight champion.

No released date.

PITFIGHTER

Digitized graphics bring this violent sport to the Lynx. Similar graphics and sound to the arcade make machine make this game a must buy for Pitfighter arcade fans.

FOR ALL THE LATEST NEWS AND REVIEWS READ THE NO 1 LYNX MAGAZINE

LYNX USER

STEEL TALONS

Steel what, I here you say? Well Steel Talons is a brand new helicopter attack game for the Lynx.

Based on the Atari arcade machine of the same name, Steel Talons puts you in the hotseat of a American attack helicopter. The aim of the game is to complete twelve tough missions, within the time allowed for each. Complete the level within the time and you are given a hefty bonus.

Each mission involves either flying skils i.e flying through a canyon, or more commonly warfare where the object is to destroy all the enemy targets.

To do this you have a highly manuverable attack helicopter, with a cannon and eight missiles. Every time a target is within range your range finder (a small circular disc) turns from white to red. At this time the target is within shooting distance, and a burst of cannon or a missile will destroy the object.

Targets include Gun turrets, tanks, jeeps, trucks, and in the air enemy fighters and helicopters. Try wherever possible to destroy all the fighter aircraft on the runway, as air to air combat can be dangerous to your health.

Each mission has a different Terrain including grassland, desert and mountainous. There are also night time missions which plays havoc with your eyes.

The graphics on this game are very impressive, although the helicopter looks a bit anorexic. There is also a problem that only some ground targets can be visibly seen, the rest only being mere dots. Sometimes the only way to tell what a target is meant to be is to look at the map.

The update on the game is usually very good, although sometimes when there are a lot of things on the screen it can slow down a lot.

JUDGEMENT

When I first played this game, to be honest I hated it. But after playing it for a while it certainly grows on you (like a fungus), and you begin to actually get addicted to it.

I am afraid this is not a game for die hard simulator fans, as your helicopter responds more like a giant frog than a modern helicopter.

The graphics are very good, but more detail on the ground targets would of been nice. And also what happened to up and down, as your altitude is controlled by the machine making it very difficult to shoot down enemy fighters.

A great game that needs a bit of patience to get into. It should become a classic, then again we have'nt had the likes of Desert strike yet on the Lynx.

Check it out at your local store today.

GRAPHICS	9/10
SOUND	8/10
PLAYABILITY	8/10

8/10

STOP PRESS

A bit of late news has just reached us as we go to press. Populous, the game sensation is to be converted to the Lynx. Bullfrog, the company who produced Popolous also plan to release a number of other titles for the Lynx.

More titles on their way include Tower Toppler, Wolverstine 3-D (I think it was originally a PC Game), Wolfman:The Curse Lives (It will hopefully look like one of those old b+w films), Legionaire, Escape from the planet of the Robot Monsters (An ST classic), Relieve Pitcher (A baseball game), Zorro (The old Swashbuckler is back) and Astral Path.

Innovation, the company who are developing a number of add-ons for the Lynx have decided to scrap there planned TV tuner after a small technical hitch, it does'nt work.

COMPETITION WINNERS!

The winners of the Xybot carts are Peter Jones of Blackpool, D N Smith of Coventry and Mrs Brown of Wokingham.

LYNX USER

ISSUE 6 OF LYNX USER
AVAILABLE ON
OCTOBER 20TH
MORE NEWS, REVIEWS
AND ARTICLES ON
YOUR FAVOURITE
HANDHELD
WE WILL ALSO HAVE THE
FURTHER ADVENTURES
OF DIRTY LARRY, A LYNX
SPECIAL ON AMERICA
AND MUCH MORE
STLL ONLY 85p

ELECTROCOP

As one of the most highly advanced and efficient cops of the future it's up to you to protect citizens using whatever means possible. With no prior warning, you are called up and sent to the well known giant computer firm Megacorp. Your superiors have handed you over and specified that you must take all orders from them...

It seems a robot with evil intentions has kidnapped the Presidents daughter, stolen government secrets and is hiding in the 5th level of a disused Megacorp building. As Electrocop, with part robotic body and a computerised brain, you have all the power and ingenuity to seek and destroy the robot, rescue the President's daughter and return the stolen government papers.

You are armed with only a bog standard laser pistol, but you also have in your posession the code keys to enter each level - something the evil entity will not expect. Still, it's more than likely that the robot has scrambled the access codes so to help you, built into your computer based memory you have a code breaker program, so the task of opening the doors shouldn't present you with too many problems. The computer side of the brain is equipped with a number of programs actually, including sliding the puzzle, plus versions of Asteroids and Break-out for those long boring moments when you have nothing to do but wait for the doors to be decoded. No one knows why the robot has kidnapped the President's daughter, and know one is sure what it wants with the top secret government files, so it's up to you to enter the building and find out what the robot is really up to.

The inside of the Megacorp building is depicted in smooth scrolling realistic 3-D. Long corridors disappear into the distance with perspective. Walls and backgrounds are detailed enough, looking like printed circuit boards full of chips and resistors. Your view is 'third person',so you watch Electrocop walk and/or turn to face you. The upshot of this type of view means that you only get a solid view of walls, doors and enemy robots the other side of Electrocop - which incidentally is large and well animated, just like the enemy robots. If you walk through a doorway, you can turn 180, degrees and come back through the door. However, if you were to turn right and walk down the corridor, the wall would be to your right. So in order for the player to see what's going on, the wall becomes invisible. However this means the doors become invisible too, so a useful feature is that as Electrocop walks towards you, when he gets close enough to an invisible wall, the wall appears transparent, showing the circuitry pattern and allowing doors to be easily found. Armed guard robot 'walkers' appear as ghost images too, wandering up and down the corridors, and it is your job to turn them into scrap metal.

The joypad up moves Electrocop forward, (away from you), down towards you, and left and right as you would expect.

Pressing button A fires whatever weapon you are carrying. Pressing button B once makes Electrocop crouch and stand while pressing it twice makes him jump. I'm in two minds about the graphics side of the game as the backgrounds let the game down slightly - it has to be said that they are a bit on the bland side. They don't alter much between levels.

Having said that Electrocop was one of the four original games Epyx produced for the launch of the Lynx, and the first games released for any new system take a while to reach the awesome stage...

The game itself scores quite highly in the originality department and is rescued from being boring by nice touches like finding a more powerful weapon, and then having to find a power source for it! Your own power system also has the ability to recharge weapons systems when they run low on power too.

On reaching a locked door to the next level you must enter a four digit code to unlock it. There are a number of doors on each level with a different code, so to help you, you have 'Ice Breaker', a built-in program which will crack the codes for you. This can take a while though, so while you are waiting, you can play a small arcade game - a big plus for the gameplay.

On higher levels, other guard devices are found, like large bouncing tripods and exploding silos. You'll also find mined floor tiles which explode when you step on them, and others which you slide uncontrollably on. Even so, there's little else to do when you're not destroying robots, so some people may still find the action too repetitive after a while. Sonically the game is not varied enough - it has the same tune playing throughout and although it's a quite good one, it does drag on after a while and it soon got turned off. Sound FX are minimal and leave something to be desired.

So what's it like for lasting appeal? It appears too easy at first - I found myself on the third level after just an hour's play. However, it started being a bit more challenging after that. All in all it's an average game, which would have been improved loads just by having different graphics on each level and better sound FX.

To balance that, you have to remember that it is an old game and if 3D shoot 'em up's are your cup of tea then Electrocop is right down your street.

WE WOULD LIKE TO THANK THE ATARI LYNX USER GROUP FOR THERE HELP

GRAPHICS 7/10
SOUND 7/10
PLAYABILITY 8/10

7/10

switchblade II

BY ATARI

The first thing you notice about this game as soon as you switch it on is the clarity of the picture. I have never seen a piece of software on the Lynx look so impressively sharp and clear. Although this is a conversion from the Amiga's game of the same name it nevertheless shines very brightly indeed on Atari's handheld.

The game requires you to explore various horizontally scrolling platform levels. Killing everything in sight whilst picking up extra ammo and energy.

Most enemies leave behind money in the shape of little bouncing orbs. Which you should collect so you can purchase extra weapons which include shurikens, Dragon power, Beam lasers, missiles etc. Each of the many levels has in it 3 sub areas and on the fourth you meet one of the guardians, which requires many hits to kill. As this is only a review cartridge, I dont know how many levels the final version will have but I am assured that it will be quite a few.

This type of game really suits the Lynx a treat, I just hope other companies jump onto the bandwagon.

Gremlin graphics the company responsible for this hot title had a lot of previous hits on the Amiga. So its nice to see them delving into the console market.

If programmed properly the Lynx can deliver arcade quality software as this game proves, without a shadow of a doubt. And although its a bit samey, its immensely playable beyond belief.

Graphics on this type of game can really impress, and on Switchblade 2 that is certainly what they do.

Very hi-res backgrounds coupled with excellent animation make this a must buy.

Sound quality is very good as well with suitable laser and explosion effects. In my homble opinion this is the best arcade adventure on the Lynx. It surpasses everything that's gone before, even Toki bows down to its mightyness.

Full marks to Gremlin. You've truly awakened the Lynx's power.

Switchblade is a game where you must explore the various above and below levels,fighting your way through a host of nasties (sounds easy). It is similar in genre to Rygar, but thats where the similarities end. As this game involves jumping over different sized blocks, exploring underground caverns and rooms.

You can also earn yourself dosh by killing anything that moves, using the money to either arm yourself up or increase your lives in the local extra's store.

The enemies themselves are either placid crawling Beetles, armed shelled creatures or unrecognisable flying things. The end of level Guardian is usually a mean mother, so blast accurately and quickly or you are toast.

The game is adictive. I could not put it down and thats a fact. Definitely a new breed of Lynx game (I am starting to sound like Atari public relations). Buy it.

GRAPHICS	**9/10**
SOUND	**9/10**
PLAYABILITY	**9/10**

LYNX HIT

Hitting the American video game shelfs on Friday June 12, one week before the movie opened, Batman Returns was an instant hit. A local store had ten copies priced at a high $49.95 (compared with $2795 for the same day release of Rampart) and sold all of these within the week. Surprising since Atari hasn't bothered to promote the game at all. Not one mention or ad in video games magazines. The LCD game from Tigar has gotten more exposure!

The game itself is very good. The graphics are great and the sound good. There is one big problem with the game and that is the fact that it is really tough. I have been unable to get past the first level, and with one life and no continues the game is very frustrating. It could have been easier, at least the first level. A small problem is the lack of an introduction. An Electrocop type of intro would have been a great bonus. I just hope the ending is better than the similar paced Ninja Gaiden.

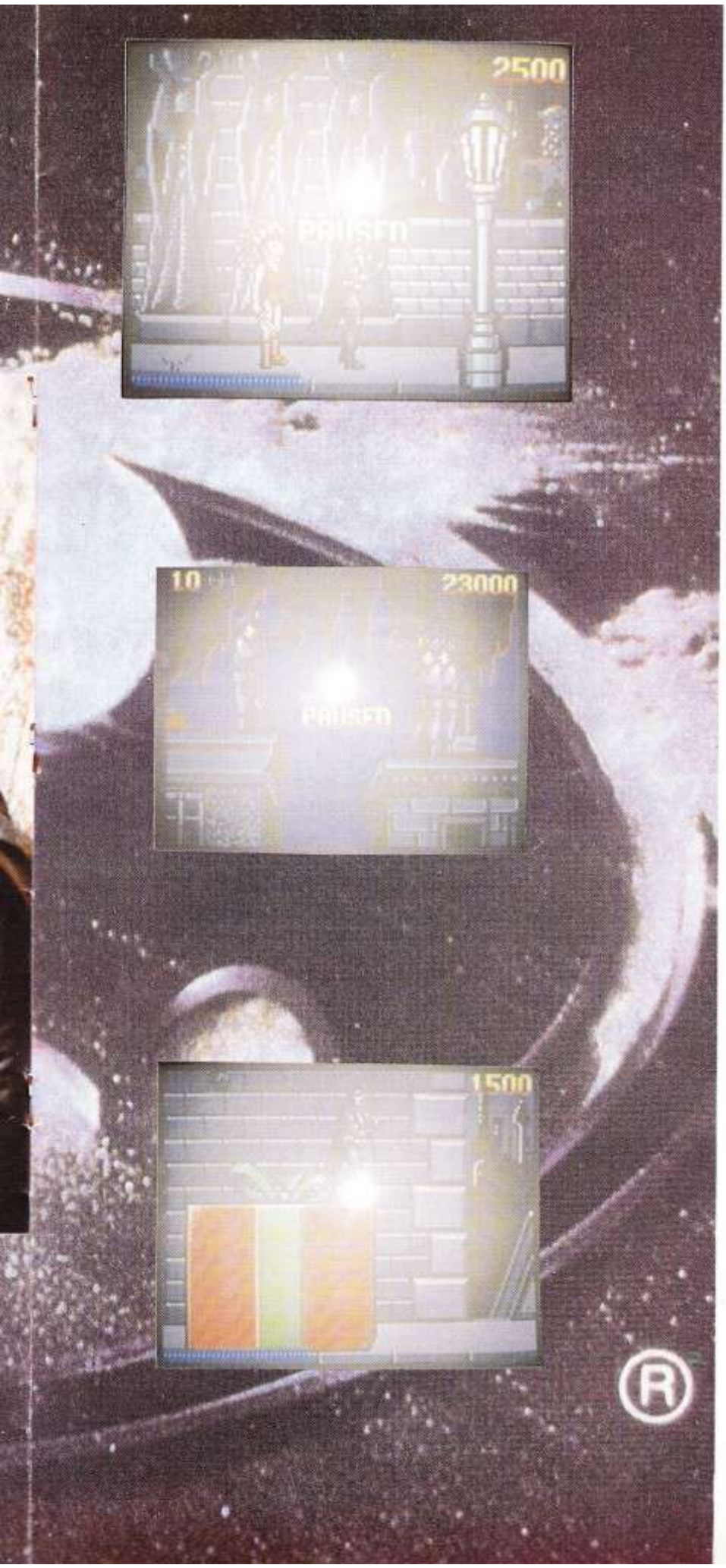
TECHNICAL
Graphics – Top notch, how Batman leaps up after being knocked down is cool and the backgrounds are very detailed.
Sound – Average music, lacking Danny Elfmans dark overtones. Special effects are Ninja Gaiden type thumping.
Playability – Way to hard to get into. An introduction and an easier playing time would have made it a showcase game for potential Lynx buyers but may be a turn off to the average kid.

The movie has done extremely well over here. It has already made over $130 million dollars in four weeks.
Although the film is rated for children there has been some controversy over a few scenes in the film, especially those involving Catwoman alias Michelle Pfeiffer. Parents have been prompted to take their kids to see the film by a large promotion from the McDonalds chain of Restaurants. But during the film a lot of parents are removing their kids because of the so called kinky scenes between Catwoman and Batman.

This has given the film a lot of bad press, but it doesn't seem to have affected the film's success.

After seeing the film, I am wondering what all the fuss was about. The controversial scenes are brief, and although a lot is implied nothing is actually shown. On the whole an excellent film, well worth seeing. Throughly recommended.

WE WOULD LIKE TO THANK ATARI UK AND WARNER BROS UK FOR THEIR HELP.



BATMAN RETURNS

Anyone who has seen Batman 2 at the Cinema will be disappointed to hear that there are no intro sequences to the game of the film. This is very unfortunate as an intro would of made the difference between an average and a good title.

However this is not to say that the game is not very good. The graphics are immense, probably some of the best backdrops ever seen on the Lynx. Together with a brilliantly animated Batman.

But where it is let down, is in the difficulty of the game. Level one takes ages to get through, and with limited energy the only safe way to get through is to run like the clappers. If they had knocked the difficulty level down a tad, this game could of been a classic.

Unfortunately though the gameplay is basic beat-em-up, where Batman has to fight his way through hordes of bad guys. The levels follow the plot of the film closely. With level one seeing Batman fighting the red triangle gang, part of the penguins plot to take over Gotham city. At the end of the first level we see the Penguin in his rubber duck car. Blast the duck enough, and the Penguin fly's off to meet you again another day.

Verdict

I had some real high hopes for Batman, the film is excellent and I expected a little more than just a standard Beat-em-up. There is little to seperate this game from Ninja Gaiden, apart from the settings.

The graphics are good, but after a few minutes the novelty wares off. And where are the intro sequences? After shelling out £34.95 on a game you expect a little more than just a Batman logo. And whats happened to the sound? Where is the atmospheric Batman tune? All we get is a standard tune.

A not bad game let down by being too difficult.

SOUND	7/10
GRAPHICS	8/10
PLAYABILITY	7/10

7/10

HYDRA

Could this really be Roadblasters on water? Well yes it is basically the same, but unfortunately it is neither as playable nor as good to look at as it's road going partner.

Let me illuminate you as to the nature of this game, you control an agile craft that races down rivers and across lakes with it's precious cargo, get hit and the cargo leaps into the water, you must collect it again if you are to finish the level with any serious bonus. Your aquatic wonder can also briefly launch from it's watery domain into the air for some Afterburner like action, only to land at the least appropriate moment into the path of some nearby mine/ship/rock.

At the end of a level you dock with a log cabin and two anorexic babes either congratulate or ignore you depending upon your performance (now there's a thought). Between levels you race around inside some geoderic dome launching off ramps after floating bonuses.

Now all this may sound interesting even fun except it isnt. Your super ship responds well to the controls and the 3D is fast and convincing, but level after level of the same blue and brown mishapen lumps scattering the landscape had this reviewer dozing off. Variety is sadly lacking in this game tedium is however available in large and profuse helpings. Its not that the idea is poor, the arcade coin-op was prettty good, its just this contractual obligation conversion that lacks even a spark of intrest.

I shall not dwell on the poor music or insipid sound effects, save to say that they add nothing to the already average cocktail on offer.

Does this mysterious Hydra arcade machine exist? Do you have one of these beasts in your local arcade?
If you do see one of these nocturnal creatures write in and tell us.

GRAPHICS 7/10
SOUND 3/10
PLAYABILITY 3/10

4/10

BILL AND TEDS
EXCELLENT ADVENTURE

The answer to all your problems. The solution to one of the most frustrating games in the history of the Lynx. Read on, dudes.

PART 1

Begin the game as usual and you'll land in Egypt 1700 BC. Go north following the river and you will come to a Gold Nugget. Pick up the Nugget and follow the mountain range down, around and back up into the trails. Avoid the Beetles and pick up 14 Music Notes in the Trails. Exit the trails and go south until you come to a group of buildings. In the lower right corner of the building on the right you will find another music note. Leave this building and move to the building on the left.

Go to the entrance with only one guard, activate the Gold Nugget from your inventory list and press into the guard. He will take the Gold Nugget and let you enter. Move to the lower room and talk to the Leader. He'll tell you that if you find the missing staff and return it he will reward you. He will also give you a scare stone to help you. Leave the building and head towards the river, cross over the bridge and head South. Follow the side of the Pyramid and you will come to the sixteenth note and the second page of the phone book. Return to the phone booth and you will find that you can now travel to Egypt 1500BC. The continue code here is A1GY.YJOO.9OK7.OBBP.

Egypt 1500 BC. As soon as you land go to your inventory and select the Scare stone or you will quickly be overrun by killer Beetles. Go north into the mountain trails and you will find 8 notes. Also, in the upper left hand corner of the trails you'll find two pillars, one containing a note from yourself informing you that the Staff is in the large pyramid, the first Staff will be a fake and a reminder to hide the message for yourself earlier. Exit the trails and head south to the buildings. Explore both buildings to find 8 more notes then return to Egypt 1700 BC. Go to the upper left hand corner of the trails and you will find one pillar. Select Staff message from the inventory and press into the pillar to rehide the note. Exit the trails, cross the bridge, follow the side of the pyramid and walk as far right as you can. Then walk straight down to the water. If you look carefully you will notice that some water is not moving. This is shallow water and you can walk on it. Walk on the shallow water to get to a small island where you will find a Royal Ankh. Now return to Egypt 1500 BC. Remember to reactivate the Scare stone. Move to the lower left section of the left side of the river (down past the two buildings) and you'll find a dock with a boat but the boat ha a hole in it. Activate the Ankh and step into the boat. Manouver the boat to the right and go past the next dock you come to. You come to a small island with a temple on it. Enter the Temple. As soon as you enter the Temple take one step right the move down, right, down and follow that hallway. The wall at the end is really a secret door. Move through the door and go right to get a harp. Exit the Temple and go back to the dock you went by before. Exit the boat and move up and enter the tomb. Walk on the red tiles until the wall goes down the walk over it. Step in the two red squares, they'll turn normal once you step on them, and get the green Staff. Remember that this Staff is fake. In the room with the Staff step on the two red squares and you'll hear a beeping. Exit the room and go down, right and then up through the doorway. Near the upper left corner is a red key. Then walk to the far right wall of the tomb and follow the wall down. You get the blue key. Follow the wall back up and then take a left. Unlock the blue door and then the red door. As soon as you unlock the red door activate the Harp. If you do not the statues of the Lions will come alive and kill you. In this room is the real Staff. Exit the Tomb and go back to Egypt 1700 BC. Give the Staff to the leader and he'll give you a flute and will tell you that the wise men saw a strange star fall to the Northeast. Leave the building, cross the bridge and follow the pyramid up, remembering to active the flute or a hoard of Lions will be waiting for you past the pyramid. To the Northeast is a Lake surrounded by trees. Search the trees to find notes and another phone book page. You should now have 48 notes and three phone book pages..

END OF PART ONE

PART 2

Rome 60 BC. Explore the arena and Dungeon to find 13 notes. While in the Dungeon make sure you go to the bottom two rooms and pick up the two keys. Use the blue key to open the three cells in the Northern part of the Dungeon to get the remaining three notes. Now go to the Northern part of the Arena and talk to Caesar. He will ask you to find his Lyre. You can now exit the Arena to the South. Move around town until you find 6 notes and then go to the area with the Statue.

Push the four seperated pieces of the base toward the Statue. When all four pieces are connected with the base a gush of water shoots the Statue into the air and knocks the four pieces away again. Push the pieces back and move onto the small circle in the centre of the base. A gush of water shoots you into the air and over the cities walls. Explore this area without getting caught and you will find four more notes. Now get caught and you'll be thrown out

continued over

BILL AND TEDS

EXCELLENT ADVENTURE

of that area and into another area, still outside the city walls. Explore this area until you find more notes, an Apple (the Apple is in a building that you get to by following the canyon trail) and another phone book page. Give the Apple to the Guard to get back into the city. Go to your phone Booth and you'll find that you can now travel to Europe 1700 AD. The continue code here is J1YS.FJO1.AHLC.OPAH.

Europe 1700 AD. Enter the building. As you'll quickly learn it is impossible to out run the furniture that is trying to get you. Take a good look at the carpet. Notice that some dots are green while the rest are red. If you are standing on the green dots the furniture will not touch you. Timing it just right work yourself into the hallway with the disappearing tiles. Get the white Key then follow the hallway left and up. Take the first right and get by the swinging object by waiting in the block next to it until the object swings straight towards you. A soon as it is in the horizontal position run past it quickly before it swings back down. It might take a couple of tries to get right. Now go to the top and push the block right. Push the over block up and then right, this will make a walkway across the empty void. Go right, down, left then down again. Follow the path the tiles make and then head down, right, up, right, up, right, up. Follow the tiles and exit the building to the North. Use the Black Key to unlock the gate. The continue password for this point is Y7JF.2RDE.CHEI.OO83.

Follow the path, taking a left and the end of the firts strip. Follow until you come to the building. You need a red key to unlock the door. Make your way around the left side of the Building and go up until you get to the Fence. Go left and you will find the key. Now enter the building and right next to the coffin that the Goblin comes out of, is a magic Wand. Get it and leave.

Follow the path back to the main building and re-enter. Follow the tiles (this will be tricky) then go left, down, right, up, right, second down. Run quickly over the tiles here, some open and kill you. Push the block over the hole and go North. Follow these tiles (again very tricky) and you will come to an Organ. Use the magic wand to shrink it so you can carry it. Make your way back to the Phone Booth and go back to Rome 60 BC. Use the Statue base to shoot yourself over the city wall. Make sure you avoid the guards, activate the Pipe Organ and enter the building. All the guards will be spinning in place. Go North and exit the building. The Lyre will be there. Go to Ceaser and he'll reward you with a Lyre. Enter the Dungeon and go to the room with the Lion in it. Open the door and activate the Lyre. This will get you by the Lion. Use the white key to open the next door and get another page of the phone book.

Return to the phone booth and you will see that you now have access to Texas 1880 AD and Rome 70 BC. Try to go to Texas and a time paradox prevents you from going.

Rome 70 BC. Go back to Rome 70 BC to correct the time paradox. Enter the Dungeon and go to the lower right cell. Activate the black key and walk around the cell until you put it the key down.

You will now be able to go forward in time to Texas and meet an old friend. The continue code is VOOO.OODE.S5EO.6XOL.

End OF PART TWO

Texas 1800 AD. Explore until you have collected 12 notes and one Gold coin, noting that one note and the Coin are hidden under skulls. Now go into Town and follow the wooden street between Tom's General store and Barber Al North. There is an invisible path over the Railroad tracks and it's located directly above where the street ends. Cross the tracks and go to to the window to the left of the door. Use the Gold Coin you found to buy a Train ticket. Activate the Ticket and get on the Train and go right. When you are past the second Cactus push up to get off the Train and get the note. Get back on the Train, go left past the Train station and get off the Train to get the note to the North. Then back on the Train and left past the column of Cactus' and off to get the note and also the Gold Nugget under the Skull. Go back to the Train station and get off the Train. Follow the street South and then take the first left past Barber Als. As soon as you are past Barber Als go North and get the note. You now have 96 notes and the page for the San Dimas 2691 AD. Find the Sheriffs office. See that window set back on the left side? Press up against it and talk to your old friend Billy the Kid (of cause it helps if you have seen the movie). Seems he has gotten himself into some trouble and needs your help to free him. Time to head toward San Dimas but another time paradox prevents that.

Remember at the start of the game when you used the Gold to bribe the guard? It seems that you have a Gold nugget left in your inventory and it might help if you put it back where you found the first one, Egypt 1700 BC. After you return the nugget you can go to San Dimas but first the continue code which will start you off in Texas 1800 AD with the nugget already back in it's original place. T8S8.SWDF.465Q.72FP.

San Dimas 2691 AD. The note directly above the island you start on is real so grab it. Then follow the blocks in the upper right corner up all the way until you get the next note. Go down to the island and follow the row of blocks in the lower left corner of the island down to the next island and then left to another island. Follow the row in the lower left hand corner left and from the next island go up/left and get the note.

Back down to the island and follow the row on the bottom down then left to the island. From the row on the right side of the island go up, get that note then follow the row back down to the next island. From here you can see Dynamite. Get it then go back to Texas. Activate the Dynamite and talk to Billy again. He'll take the Dynamite and tell you to duck. As soon as he's done talking he's gone and you've gotten the Harmonica. Time to head back to San Dimas. Here's the continue code to start off in San Dimas with the Harmonica: R8YF.DFO2.9JUD.74X1.

BILL AND TEDS
EXCELLENT ADVENTURE

CONTINUED

Head up to the island, left, down, left to the third island. Form here take the upper left row and on the fifth block go up. If you don't have the Harmonica activated then you won't be able to go more than a few steps before you're killed. Get the musical notes scattered around. Once you get a note a new path is revealed to you and this part of the game is in a small area that requires a lot of backtracking. When you get the last note you will alo get a Gold key. Now go back to Europe 1700 AD.

You'll need to find 16 more notes and they are divided as follows: 2 notes in the front yard, 5 in the house, 7 in the backyard and 1 in the building where you get the Magic Wand. The 16th note is in the building which you need the Gold key to enter. After you get the last note also make sure you get the Mandolin in the Gold building. Now back to San Dimas. Once there go up to the first island, take the lower left row of blocks to the second, left to the next one and activate your Harmonica if is is not so. Follow the row of blocks at the upper left of the island until you get to the fifth block, then go up. Follow the left wall until you come to a row of blocks to the left. Activate the Mandolin and go to the fifth block then walk down. The wall will disappear and the final stretch of the game begins. Because of the nature of this level describing where to go is impossible. When you step on certain blocks or get notes the board changes completely. There is only one or two ways to go so you should not have too much difficulty beating this level and rescueing the Babes from the Reaper. Good luck and I hope you enjoyed the game.

WE WOULD LIKE TO THANK MATT SZEWCZYK FOR THE COMPLETE SOLUTION TO THIS FRUSTRATING GAME.

LYNX CASINO

Those Lynx owners who might yearn for a gamble or two might choose to go and buy the latest gambling game from Atari. Unimagatively titled Lynx Casino this latest piece of Software boasts 4 or 5 of the most famous games played in the game houses. Including the likes of Video poker, Fruit machines and Blackjack. There is absolutely nothing in this cart that warrants playing for more than ten minutes. I don't know why Atari bothered even thinking about releasing this. It's not the Graphics or Sound that put me off, it's the completely unexciting gameplay. It really is boring however if I could pick any of the few games that were in this cart then I would have to go for Video poker and Blackjack. Sorry Atari but this is definitely a duffer. Avoid at all costs.

C WETHERLEY (GAMEZONE)

AVOID THIS GAME

GRAPHICS	4/10
SOUND	3/10
PLAYABILITY	2/10

2/10

PINBALL JAM

One of my all time favourite pub games comes to the Lynx in the form of Pinball Jam. A game where you derive pleasure from hitting a silvery ball around a angled table with paddles. You score by hitting turrets and lights, and by getting your ball down holes in the table. But make sure your ball (OH, ER!) does'nt fall out of the bottom of the machine, or you loose a life (you also get bonus life's).

The first thing to say about Pinball Jam is what the hell is Elvira doing on the title screens? Apart from a bit of her voice she has no impact on the game whatsoever

Pinball Jam gives you a two part screen so you can only see half of the full table (the part of the table where the ball is). This can make for confusing gameplay, and makes tracking the ball very difficult. It would not be so bad if the screen moved quickly, but it seems to move at a snails pace.

At the beginning of the game when you shoot the ball, the first targets you hit are a group of bad guys. These targets revolve round, and although you gain points it seems to last for a minute or so during which time you have no control over the game. The ball is then unexpectedly put into the table. This really slows down the gameplay, and ruins the very start of the game. The game itself is well drawn with a reasonable ammount of obstacles, for you to bounce your ball (OH,ER!) off. There is even a little bridge that you can try to push your ball up, on reaching the top sirens go off and you get a massive bonus. There are other bonus areas, especially around the top of the table.

Controls are quite good and responsive, although it takes a while to get the hang of the paddles so that they are powerful enough to lob the ball back up the table.

THE VERDICT

Nice graphics and sound but awful gameplay. The action should be fast and furious, instead it likes a wet weekend in Blackpool. Again, as with Lynx Casino this game is very unplayable. Avoid unless Pinball is your life

GRAPHICS	5/10
SOUND	6/10
PLAYABILITY	3/10

3/10

IF YOU HAVE ANYTHING TO SAY ABOUT LYNX USER, GOOD OR BAD

WRITE TO: LYNX USER P.O BOX 7, RISELEY, READING

HINTS & TIPS

SLIMEWORLD

On the screen where the word world comes down (I think that is the second screen) hold down option 2, then press option 1 and press the joypad upper right. Release everything, and choose your level. You will always be invincible now, but in comlynx mode it does'nt always work.

AWESOME GOLF

Enter your name as Landlord, and either press option 2 when you hit the ball, or when the ball is in flight. You will always hit an AWESOME or a HOLE IN ONE.

CRYSTAL MINES 2

Here are the codes for Level 21 to 150 of Crystal Mines 2.

21 TYGU 22 FUIX 23 QFXV 24 XVXU 25 KYPO 26 HBTR 27 SFEB 28 HXRE 29 TRVJ 30 FQCS 31 ZOIH 32 LHJV 33 GVYU 34 EMTV 35 OHXY 36 GSTB 37 UXRC 38 PWYH 39 XQCE 40 PNGU 41 DZDI 42 PIPH 43 PKAV 44 TBUM 45 CXRI 46 QIPZ 47 HBJP 48 NXKU 49 IGPY 50 INUK 51 LPHD 52 NEBX 53 JVNL 54 CAQS 55 KEHL 56 EMSE 57 ZLAE 58 MSXV 59 JXTD 60 SOVS 61 GMGV 62 QVOZ 63 ZCEL 64 COYH 65 HJHT 66 DONQ 67 VBHF 68 JSMJ 69 HTRA 70 WBHD 71 MVJX 72 ANZI 73 EDLA 74 PCMN 75 YJKJ 76 RAIQ 77 ZRWH 78 ECMO 79 AOTP 80 SVWK 81 VRBD 82 SVYA 83 KRFH 84 CNQR 85 YNXR 86 CWQU 87 YXFJ 88 SRDW 89 PDSQ 90 QKOA 91 CKLA 92 KHBA 93 MZKM 94 DYDO 95 IDIC 96 WVOM 97 NJCU 98 WUQR 99 BSZB 100 RERF 101 WNON 102 IVLC 103 PJOL 104 RGEI 105 WCEF 106 DSGY 107 PHUF 108 NCDS 109 KOMZ 110 LFXQ 111 WAET 112 YJNV 113 TAUJ 114 IMOZ 115 NBFD 116 ZAPR 117 BXFT 118 GEFA 119 QIKD 120 GMWJ 121 MKIH 122 ULEL 123 KBDW 124 QEFP 125 SFJX 126 LQXW 127 INMQ 128 NMAD 129 RHEM 130 YHVR 131 FSHF 132 EIKJ 133 CQCR 134 AIYA 135 SXOE 136 EKDR 137 DRVY 138 RGUM 139 FEDC 140 PRKL 141 ONKO 142 QXPL 143 JRXP 144 PADJ 145 KGLI 146 FDXR 147 BLKS 148 TJGB 149 QKBT 150 AUEC

We would like to thank Phil Chatfield for the codes to Crystal mines.

SCRAPYARD DOG

In the first scrapyard you come to an old style washing machine with a green money bag next to it. Pick up the money bag and enter the shop via the machine. If you don't have enough dosh to buy a shield leave the shop and you will find the green money bag has reappeared. Pick up the money bag and keep entering and leaving the shop. Every time you leave the shop the money bag has appeared. Keep doing this until you have enough dosh to buy a shield. This can be time consuming so make sure you have enough time before you start.

TOURNAMENT CYBERBALL

In Tournament Cyberball there is an apparent bug in the game that can be a real cheat. This works well against another human player. I have'nt tried it against the computer. I'm guessing the computer is "too smart" to fall for this cheat. Anyways, if you're fairly far up the field, you can run your quarterback all the way to the opposite end of the field, before throwing your pass.

"Unrealistic" passes can be completed from the opposite end of the field. Watch out though, some computerised cyberbots will follow you all the way. The advantage of this cheat is simple: It takes out a few of the computerised defenders, and it throws the defense play off by not allowing the defense player to see where your recievers are going. In other words, all you see on both players Lynx is a pretty much blank screen with nothing but a quarterback and a few rushers....With enough practice one can have little trouble blindly throwing passes like this.

Lastly do not try this cheat on the "REAL" arcade version of this game, as it does'nt work. Actually it's quite amusing what happens. When you think the quarterback is going to throw a 70 + yard pass, he/she/it ends up throwing a pass tha lands like 1 yard in front of the QB. Try it if your ahead on the arcade version. Is Kinda amusing....

WARBIRDS

When playing alone, pause the game and you can still look around with the 'b' button. This may help new pilots so they can pause the action, look around and plan their route.

SEND ALL YOU HINTS AND TIPS TO LYNX USER, PO BOX 7, RISELEY, READING

SHADOW OF THE BEAST

Shadow Of The Beast
When SOTB first came out on the Amiga it was highly praised for it's excellent graphics with detailed animation, smooth parallax scrolling and it's different gameplay approach. Since then it's been made available on other formats, though the only other version we've played is on the Sega Megadrive. On that, the grap hics are excellent, but the gameplay left something to be desired.

The Lynx version is now finished, so when the pre-production test version arriv ed, we fully expected it to be close to the Amiga and Megadrive versions, but s lightly inferior. We needn't have worried - absolutely nothing has been lost in the conversion. When we turned on the Lynx, we were amazed by the quality of th e graphics and sound, (even though it wasn't stereo). Graphically and sonically , it's identical to the Megadrive - and in places it's even better!

ST and Amiga owners will surely remember those amazing 'airbrush quality' Psyg nosis loading screens. Well, the Lynx's 4096 colour palette reproduces them exa ctly! The intro screens are simply stunning, and the whole thing just oozes qua lity. The gameplay is not sacrificed for pretty pictures either - it's been imp roved on.

Pressing Option 1 on the final intro screen allows you to switch the functions of the A and B buttons between attack and jump, the Option 2 button is not used

Once into the game the high standard continues, with backdrops nothing short of 'wow'. Attention to detail is high, like the animation of the main sprite which walked very smoothly, turned, climbed and crouched very realistically. The enem y sprites were of the same high standard too.

The background music on the game was very good also, with a different score for each scene, though the music can be turned off by pressing the Option 2, leavin g just the sound FX. Once this is done, the full FX can be heard and although n othing spectacular, they were adequate for the game.

So good graphics, good sound, what about the gameplay? Well, we're glad to say it's top quality. A simple idea but highly addictive, due mainly to the rather cool graphics which aid the gameplay rather than dtract from it. The further yo u get, the more you want to see.

The aim is to explore the area you are in and find items/weapons to destroy the end of level guardians then move onto the next level. The guardians are best di sposed of with a weapon, and as you start the game with only bare fists, you ha ve to find one. (A hint for this is to check out the cannon)! As well as punchi ng, you can also give things a hefty kick by pressing buttons A and B at the sa me time.

It will take a lot of exploration to find the items required to complete the le vel, and there are lots of puzzles to solve and numerous enemies in your way - all finely detailed and animated though one punch usually puts a stop to their advances.

As you proceed further into the game you will find different weaponery to aid y ou (punching and kicking doesn't work on some creatures). When you have a choic e, pressing Option 1 lets you choose the weapon you want to use.

All in all, Shadow Of The Beast is an excellent and challenging game, and is bo und to last you a good while. Even then, the chances are you'll be coming back to it months later.

If any cartridge is going to sell and advertise the capabilities of the Atari L ynx, then this is it. Come on Atari, forget the Batman Returns pack - if you re ally want to sell Lynx's what you need is a Shadow Of The Beast pack!

Lynx User Group

GRAPHICS	9/10
SOUND	9/10
PLAYABILITY	9/10

LYNX HIT

ICE HOCKEY by ATARI

YES! An excellent sports title for the Lynx. Closely modelled on the rather good Mario Lamieux Ice Hockey on the Sega (Boo!) Mega Drive, and funnily enough developed by the same guys.

Ice Hockey is always a safe bet for a video game, from the earliest ball (Block) and bat (Block) games machines up to the awesome EA Hockey on the afore mentioned Sega thingy. This Lynx version is a very tasty rendition of this brutal (Hurrah!) sport.

The game is side-on, the rink runs from left to right and diminutive combatants hurtle around waving their deadly weapons, sorry hockey sticks, about. The idea of the game is rather simple, you must get the Puk (great word) from the centre face off and place it behind your opponents goal line. Dead easy if it wasn't for the other team hacking your team down en-route.

Your little warriors glide effortlessly into the sides of the rink, each other, the goals etc. The control is very good at no time do you feel as if the little B******s are beyond your omnipotent reach. Whilst the mechanics are easy, winning can be an elusive thing, I bear the scars of many a failed sortie into enemy territory.

Whenever two players become overly entangled you cut away to a punch-up close up where you beat each other senseless, this has very little effect on the game flow but is great fun to do.

Apart for One player against the computer, you have a choice of teams and can play lynxed-up to another machine. You can also play shoot outs against the goal keeper, and this is played holding the machine vertically like Klax.

I Can't wait to see the other Sports titles Atari have planned, I hear good rumours about the Baseball Cart. that is due soon.

A rather plumbsious rating of 8/10

Steve.

GRAPHICS	8/10
PLAYABILITY	8/10
SOUND	8/10

Lynx Hit

Spotlight USA

Lynx User America.

Hello England, my name is Matt Szewczyk and I'm Lynx Users correspondent in America. Every issue or so I'll be updating all of you readers on the developing Lynx scene over on this side of the pond.

Here in America we have a couple of good video game magazines which might also be available in England but if not here is a brief run down.

Electronic Gaming Monthly – Covering the .whole video game scene EGM features lots of photographs and a few unique columns [illegible] which shows the ending to various games. Usually the first to report on new happenings.

Game Pro – Aimed more at kids with simpler reviews and a comic strip. Also has a TV show based on the magazine.

Video Games and Computer Entertainment – The most respected gaming magazine on the stands with plenty of in depth reporting and articles, but still to dull for my tastes.

The Lynx – This is a newsletter published by Phill Patton that also features IBM and ST as well.

That's a small sampling of publications from the U.S. If you are interested in trading gaming publications drop me a line care of Lynx User, and I'll see what I can do.

Here are some interesting tid bits from around the gaming scene right now.

A new hand held game system has been released here. Called the Gamate, this is a dot matrix LCD system comes with four games; Cube-Up, Minigolf, Vindicators and Brick Blaster and costs $69.95 American dollars. This system is not causing any threat to the Lynx here in the states.

Acclaim has reportedly secured the rights to Ren and Stimpy, a popular cartoon duo that have a show here in the states. The show is very popular with the college crowd and will appear on the Lynx and the Genesis systems.

That's all for this time but in coming issues I'll have photos of video game stores here in the states, a look at video game television shows and more so keep picking up Lynx User for true international Lynx coverage.

SUBSCRIPTION RATES

We have had a lot of enquiries about Subscription Rates, so here they are:

1 Issue £1.05 *Inc. P&P*

2 Issues £2.10 *Inc. P&P*

3 Issues £3.15 *Inc. P&P*

Please State which issues you want when ordering.

CLASSIFIED ADS

This is a section where you can advertise all your bits & bobs for just 35p for 25 words. You can advertise anything you like from Lynx games to washing machines

SEND TO: LYNX USER, P.O. BOX 7, RISELEY, READING, RG7 1YW

ISSUE 6 AVAILABLE SEPTEMBER 5th

DON'T MISS IT